FILE E

Visual and Performing Arts: Item Information and Scoring Guide Reference Sheet	E-2
Item Information and Scoring Guide Reference Sheet	
Items with Learning Results, Scoring Guides, Training Notes, and Student Responses	E-4

Back to Table of Contents

Visual and Performing Arts

Item Information and Scoring Guide Reference Sheet

Item Information and Scoring Guide Reference Sheet

The following pages are designed to assist you in understanding how Maine Educational Assessment (MEA) items are scored. These pages contain the text for each item accompanied by the following information.

- CR#: the constructed-response item position
- Learning Results: the content standard, followed by the performance indicator, that the item measured
- Constructed-Response Scoring Guide: the four-point description used to determine the score
- Training Notes: in-depth descriptions or particular information used to determine the score



1. Select a craft (such as pottery, weaving, basketry, or wood arts) and explain how it can give us insight into the development of a culture. Give at least two examples to support your answer.

CR#: 1

Learning Results: B-3

Cultural Heritage

- B Students will understand the cultural contributions (social, ethical, political, religious dimensions) of the arts, how the arts shape and are shaped by prevailing cultural and social beliefs and values, and recognize exemplary works from a variety of cultures and historical periods. Students will be able to
- analyze common characteristics and purposes of various visual and/ or performing art works across time and among cultural and social groups, and explain how these characteristics and purposes fulfill social, religious, or ceremonial functions in a particular cultural and historical context.

CONSTRUCTED-RESPONSE SCORING GUIDE

Score	Description
4	Response demonstrates a comprehensive understanding of the relationship between crafts and culture. Response includes a clear, detailed discussion of how a craft might provide insight into cultural heritage using relevant examples.
3	Response demonstrates a general understanding of the relationship between crafts and culture. Response includes a discussion of how a craft might provide insight into cultural heritage using relevant examples.
2	Response demonstrates limited understanding of the relationship between crafts and culture. Response includes a weak discussion of how a craft might provide insight into cultural heritage.
1	Response demonstrates minimal understanding of the relationship between a craft and culture. Response includes a failed attempt to answer the question.
0	Response is incorrect or contains some correct work that is irrelevant to the skill or concept being measured.
Blank	No response.

1.

We can get insight into the development of human historia by studying wearing. By examining the materials used "
we can discover alot about a groups culture and diry
Routines. Depending on what they used as a medium,
we can make assumptions about their environment. If
they used wool we would assume that the people
were hearders, for example, and possibly that they lived
in a cool climate. Shother way to gain insight into the development of a culture is to examine their use of dyes. How advanced are they? Are they simply berries or are they mixtures to make several different colors. Their use of patterns also shows us this. When you use simple patterns you often do not use as many different colors as in a very decorative piece And lastly, how have the colors held within the piece. This, too, is an example of both the materials used for the dying and the technique used to keep the color within the garment.

1.

Pottery is a croft that has been around for an extremly long time. It's purposes range from being decorational to being used as a dish for food. It can be defined as a craft where a person uses, day, or some other malleable substance to form a creative shape. It is, in fact linked many ways to the development of human history To begin with, numans in ancient times moided clay into plates and dishes to serve food on. This shows how humans are beginning to become civilized, and using their minus to brainstorm unique ways to use a substance to their advantage. Then, as time moves on, pottery becomes a sort of pasttime, an outlet for creative ideas. People start moiding things, not out of necessity, but out of desire. All in all, pottery shows the development of human history in many ways. It shows how one craft is viewed at differently through the years and how humans, at at any time in history, have found a tool, and used it to the best of their ability.

A cuthures insignt can be looked at through

Crafts such as wood arts. People coming sculptures

From wood could be conving them for religious

perpenses showing the kind of ethnicilicity that

Certain culture possesses. It could also show the

natural resources in an area by the types of

wood that was used or the colors used to

paint the sculpture. Leading to the develope ment of

a cuture. It can prove that there are resources

available where they're living making it possible

to form a culture.

Pottery gave us an insight into the development of the Greek culture. Greeks pointed scenes from historical and mythical events on their pottery, which survived even into today. We are now able to learn about who they are and what they did by studying the scenes on their pottery, Things such as arena battles and the story of Hercules have been pointed on Greek potery, allowing us to develop more deeply our understanding of Greek culture.

2

Pottery was used by ancient cultures as they got more advanced the pottery became more advanced also. They learned new way to give the pottery. Pottery was used to carry and store things like water and food. Now it is mostly for show.

1.

2

When researching tribes of Native Americans we often admire pottery that has been found. From the pottery, we try to learn as much about the tribes as possible; about cooking, hunting and their technology. Many pots had pictures possibly of gods to every day life. Different pots Canshow how tribes are developing with every day life and technology.

1.

U

like bowst Airows. And woodin bashets

Weaving, we used it to create clothes and Blanketts so we don't yet cold and Die.

2. Explain how scientific and technological advances have influenced sets, lighting, sound, or costumes in the theater. Provide at least three examples that show the influence of scientific and technological advances in theater.

CR#: 2

Learning Results: A-9 Creative Expression

- A Students will create and/or perform to express ideas and feelings. Students will be able to
- 9 use skills and knowledge of arts elements and principles, whenever applicable, to solve problems or enhance meaning in other disciplines.

CONSTRUCTED-RESPONSE SCORING GUIDE

Score	Description
4	Response demonstrates comprehensive understanding of the influence of technology on theater. Response includes three or more detailed examples that clearly illustrate the influence of technology.
3	Response demonstrates general understanding of the influence of technology on theater. Response includes three or more examples that illustrate the influence of technology.
2	Response demonstrates limited understanding of the influence of technology on theater. Response includes two or more examples that illustrate the influence of technology.
1	Response demonstrates minimal understanding of the influence of technology on theater. Response includes one or more examples that illustrate the influence of technology.
0	Response is incorrect or contains some correct work that is irrelevant to the skill or concept being measured.
Blank	No response.

Training Notes for Constructed-Response #2

computer-designed sets, improved set construction materials, computer-controlled lighting, improved lighting fixtures, other reasonable answers

2. Scientific and technological advances have allowed sets, lighting, sound, and costumes to become more sophisticated and complicated. For example, lighting used to be turning on and dimming basic white lights to get the desired effects. Now, there are lightbulbs with different colors, strobe lights, and basically any kind of timing device you could want for the lights. Sets have been influenced by science and technology as well. Before, the sets consisted of hand painted and fake looking props and scenery. Sets, today, have computer designed, realistic looking images. Technology changed sound in theater, atso. Sounds created on stage used to be muted and sometimes mutiled and singers and music were hard to hear, but that changed when microphones were invented. It changed even more as speakers and sound technology grew. Surround sound was invented along with other various advances and suddenly the little noises that couldn't be heard before leaped out at the audience and made the theater come alive.

Scientific and technological advances have influenced sets, lighting, and Costumes in the theater. The one that I think is mostly influenced by technology would be sound. An example of this would be the Synthepizer. You Can put any instrument through a sequencer, and justo the synthesizer by your Computer. By doing this, you can produce any sound that you want. By using a Synthesizer in the theater, you can greatly enhance the audiences attentiveness with strange of unexpected Sound.

Another example would be microphones. Technological advances have improved Over the years. Earlier models had to be hand held or held by a stand. Technology has made it so the audience Carif even see the microphones because they have advanced so for so are there is, is a tiny wirelss microphone hooked onto their assume. With the hidden microphone, performers and the audience don't see anything but the performers.

Continue your answer on the next page.

A third technological advancement in sound would be speakers. Speakers and amplifiers placed throughout the theater give the avaicance a beel of the Sound Surrounding them. The producers Can also make Certain Sounds Come from different speakers to keep the avaience alert and interested.

Three technological and scientific advances of Sound are the Synthesizer, Microphones, and Speakers. These have helped the visual and performing arts greatly.

Technology has advanced so much in the last century and it show in theater. Technicians use computers with millions of different sound effects.

Costumes have gotten more realistic. We can do things to make costumes seem real that we never would have imagined years ago. To go along with costumes, make-up has made many advancements also. Sets have changed also. Now props can be made to do lifelike things. Everything can be mechanical and operated by computer. Scientific and technogical advances have influenced theater alot

2.

3

and Other devices. There are new lighting technologies that an focus attention on one scene or object and create a mond with shading or hues. Sets can now be made in greater detail to recreate a place or an image. The sets become more believable when the props and surroundings seem to be just like what they represent. Costumes are now capable of transforming anyone to anything. Costumes can be made to practically dupicate something as old as from centrumes ago to something as futuristic as an ardroid.

2

Scientific and technological advances has influenced sets, lighting, sound, and costumes then the process of advancement. The sets are better because of new painting styles and paints. The lighting and sound are better because of technology advances that allow light to be better and sound systems to be chearer and better. The costumes are better because the chearer and better. The costumes are better because of new clothing styles and ways of producing the clothes for the actors, not hand sown anymore.

2.

Scientific and technological advances have influenced theater greatly. Know we have lights that shine brighter and last longer. We can also have tiny microphones that are cordless so you can put right on the actor. With computers we can also design Costumes and sets for a theater.

2

Swentific advancement has help out theater greatly. All the lighting, sound effects and costumes and so much more detailed which makes the Show so much more interesting.

The light can move and domon and brighters; can play music with special electronics in the back, And the use of museuphrus d so you can have what they say better.



Maine Educational Assessment

171 Watson Road P.O. Box 1217 Dover, New Hampshire 03821-1217